

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
 - a game result display device for performing a predetermined display relating to a game result;
 - a game value providing device for providing a game value advantageous to a player when a predetermined game result is displayed on the game result display device; and
 - a display control device for executing display control of the game result display device;
- the game result display device comprising:
 - a first display device in a form of at least one reel operative to rotate about an axis of rotation;
 - a second display device disposed in front of the first display device when the gaming machine is viewed from a front side thereof, the second display device being in a form of a liquid crystal display panel;
 - a third display device disposed in front of the first display device when the gaming machine is viewed from the front side, the third display device being in a form of another liquid crystal display panel, the second and third display device being facially opposed to one another with the third display device being disposed between the first and second display device;
- wherein,
 - the second display device includes at least one transparent display area operative between a transparent condition for transparently displaying the display of the first display device through the second display device and a non-transparent condition;
 - the third display device includes at least one display shielding area for selectively shielding the display of the first display device, the at least one display shielding area corresponding to the at least one transparent display area;

the at least one display shielding area of the third display device is controllably switched to either a view-inhibition state in which the display of the first display device is shielded to prevent or inhibit viewing of the first display device through the second display device regardless if the at least one transparent area of the second display device is in the transparent condition or the non-transparent condition or a viewing state in which the display of the first display device is transparently displayed for viewing through the second display device via the third display device when the at least one transparent display area of the second display device is in the transparent condition; and

the second display device in a form of a liquid crystal display panel and the third display device in a form of a liquid crystal display panel are a one-piece, unitary construction with the second display device and the third display device being in facial contact with each other and the at least one display shielding area being a display shielding unit and embedded into the third display device.

2. (Canceled)

3. (Previously Presented) The gaming machine according to claim 1, wherein a plurality of the transparent display areas of the second display device and a plurality of the display shielding areas of the third display device are provided.

4. (Canceled)

5. (Previously Presented) The gaming machine according to claim 1, wherein the display control device includes a third display device controller for controlling the display of the third display device, the third display device is controlled so that the at least one display shielding area shields the display of the first display device so that the player is prevented or inhibited from viewing the display of the first display device.

6. (New) A gaming machine comprising:

a game result display device for performing a predetermined display relating to a game result;

a game value providing device for providing a game value advantageous to a player when a predetermined game result is displayed on the game result display device; and

a display control device for executing display control of the game result display device;

the game result display device comprising:

a first display device in a form of at least one reel operative to rotate about an axis of rotation;

a second display device disposed in front of the first display device when the gaming machine is viewed from a front side thereof, the second display device being in a form of a liquid crystal display panel;

a third display device disposed in front of the first display device when the gaming machine is viewed from the front side, the third display device being in a form of another liquid crystal display panel, the second and third display device being facially opposed to one another with the third display device being disposed between the first and second display device;

wherein,

the second display device includes a liquid crystal panel, a reflecting plate having a first reflecting plate surface and an opposite second reflecting plate surface and a light guiding plate disposed between and in facial contact with the liquid crystal panel and the first reflecting plate surface;

the third display device includes a switch liquid crystal panel and at least one display shielding unit embedded in the switch liquid crystal panel, the switch liquid panel having a non-transparent region except where the at least one display shielding unit is located, the third display device being in facial contact with the second reflecting plate surface;

the second display device includes at least one transparent display area corresponding with the at least one display shielding unit and operative between a

transparent condition for transparently displaying the display of the first display device through the second display device and a non-transparent condition; and

the at least one display shielding unit of the third display device is controllably switched to either a view-inhibition state in which the display of the first display device is shielded to prevent or inhibit viewing of the first display device through the second display device in the transparent condition or a viewing state in which the display of the first display device is transparently displayed for viewing through the second display device in the transparent condition via the third display device.

7. (New) A gaming machine comprising:

a game result display device for performing a predetermined display relating to a game result;

a game value providing device for providing a game value advantageous to a player when a predetermined game result is displayed on the game result display device; and

a display control device for executing display control of the game result display device;

a diffusion sheet;

a light guiding plate; and

a reflecting plate;

the game result display device comprising:

a first display device in a form of at least one reel operative to rotate about an axis of rotation;

a second display device disposed in front of the first display device when the gaming machine is viewed from a front side thereof, the second display device being in a form of a liquid crystal display panel;

a third display device disposed in front of the first display device when the gaming machine is viewed from the front side, the third display device being in a form of another liquid crystal display panel, the second and third display device being

facially opposed to one another with the third display device being disposed between the first and second display device;

wherein,

the second display device includes a liquid crystal panel;

the third display device includes a switch liquid crystal panel and at least one display shielding unit embedded in the switch liquid crystal panel, the switch liquid panel having a first switch liquid crystal panel surface and an opposite second switch liquid crystal panel surface and a non-transparent region except where the at least one display shielding unit is located, the first switch liquid crystal panel surface being in facial contact with the liquid crystal panel,

the switch liquid crystal panel being disposed between and in facial contact with the liquid crystal panel and the diffusion sheet;

the light guiding plate being disposed between the diffusion sheet and the reflecting plate;

the second display device includes at least one transparent display area corresponding with the at least one display shielding unit and operative between a transparent condition for transparently displaying the display of the first display device through the second display device and a non-transparent condition; and

the at least one display shielding unit of the third display device is controllably switched to either a view-inhibition state in which the display of the first display device is shielded to prevent or inhibit viewing of the first display device through the second display device in the transparent condition or a viewing state in which the display of the first display device is transparently displayed for viewing through the second display device in the transparent condition via the third display device.